Coding Samurai Internship Task ->Tic-Tac-Toe

Here's the documentation of the provided C++ code, along with explanations of functions, variables, and instructions on how to play:

**Purpose of Functions and Variables:**

1. **space[][]**: Represents the Tic Tac Toe grid where marks are placed.
2. **row** and **col**: Store the row and column indices for the user's input.
3. **tie**: Indicates whether the game ends in a tie.
4. **n1** and **n2**: Stores the names of player 1 and player 2, respectively.
5. **token**: Stores the current player's token (either 'x' or '0').

**Functions:**

1. **Matrixsturcture()**: Prints the current state of the Tic Tac Toe grid.
2. **ForRowandColumns()**: Takes input from players and updates the grid accordingly.
3. **ForWinner()**: Checks for a winning condition or a tie.

**Instructions on How to Play:**

1. Upon running the program, input the names of player 1 and player 2 as prompted.
2. Player 1 will play first with the token 'x', followed by player 2 with the token '0'.
3. The game will display the Tic Tac Toe grid, allowing the current player to input their move.
4. Input the number corresponding to the cell where you want to place your token:
   * For example, input '1' for the top-left cell, '2' for the top-center cell, and so on.
5. The game will continue until there is a winner or the grid is completely filled.
6. If a player achieves a winning pattern (three consecutive tokens in a row, column, or diagonal), they win the game.
7. If all cells are filled without a winner, the game ends in a tie.
8. After the game ends, the program will display the winner's name or declare a tie.

Ensure to input valid cell numbers and follow the displayed instructions during the game.

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